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1 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, R
August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: 📄 Pdf (17.07 MB)   Additional Information: full citation, abstract, ci

Bibliometrics: Downloads (6 Weeks): 123, Downloads (12 Months): 1061, Cita

Level set methods, an important class of partial differential equation (PI surfaces implicitly as the level set (iso-surface) of a sampled, evolving r begins with preparatory material that introduces the ...

2 Design and technology for Collaborage: collaborative collages of info
Thomas P. Moran, Eric Saund, William Van Melle, Anuj U. Gujar, Kenneth F
November 1999 UIST '99: Proceedings of the 12th annual ACM symposium
                and technology
Publisher: ACM
Full text available: 📄 Pdf (1.28 MB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 88, Citation

A Collaborage is a collaborative collage of physically represented inform connected with electronic information, such as a physical In/Out board (database. The physical surface (board) ...

Keywords: collaboration, physical-virtual, roomware, tangible UI

3 Parallel occlusion culling on GPUs cluster
Hua Xiong, Haoyu Peng, Aihong Qin, Jiaoying Shi
June 2006   VRCIA '06: Proceedings of the 2006 ACM international confere
                continuum and its applications
Publisher: ACM
Full text available: 📄 Pdf (274.01 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 54, Citation (

Occlusion culling, level-of-detail and parallel rendering are key techniqu rendering of large dataset. Although each of these techniques has been an extensive degree and some systems have been ...

Keywords: GPUs cluster, cluster rendering, immersive environments, c
rendering, tiled display

4 Developing mobile 3D applications with OpenGL ES and M3G
Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow
July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses
Publisher: ACM
Full text available: Pdf (9.22 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 311, Citatio

5 Display-agnostic hypermedia
Unmil P. Karadkar, Richard Furuta, Selen Ustun, YoungJoo Park, Jin-Cheon
Citci, Yungah Park
August 2004 HYPERTEXT '04: Proceedings of the fifteenth ACM conference
hypermedia
Publisher: ACM
Full text available: Pdf (551.99 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 18, Citation (

In the diversifying information environment, contemporary hypermedia
mechanisms cater to specific devices. Display-agnostic hypermedia can
presented on a variety of information devices without any modification .

Keywords: context-aware trellis (caT), display-agnostic hypermedia, m
dynamic activity spaces (MIDAS)

6 Gaming Graphics: The Road to Revolution
Nick Porcino
April 2004   Queue , Volume 2 Issue 2
Publisher: ACM
Full text available: Html (32.04 KB), Pdf (3.92 MB) Additional Information: full citatio

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 162, Citatio

It has been a long journey from the days of multicolored sprites on tilec
immersive 3D environments of modern games. What used to be a job fc
now a multifaceted production involving staff from every ...

7 VC-1: a scalable graphics computer with virtual local frame buffers
Satoshi Nishimura, Tosiyasu L. Kunii
August 1996 SIGGRAPH '96: Proceedings of the 23rd annual conference oi
interactive techniques
Publisher: ACM
Full text available: Pdf (266.19 KB)   Additional Information: full citation, references,

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 22, Citation (

Keywords: demand paging, frame buffers, parallel polygon rendering,

8 Proceedings of the SIGCHI conference on Human factors in computi
Mary Beth Rosson, David Gilmore

April 2007   CHI '07: Proceedings of the SIGCHI conference on Human fact
Publisher: ACM
Additional Information: full citation, abstract

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citatio

Welcome to the CHI 2007 proceedings. We believe the technical papers
some of the best current work in the diverse and dynamic field of huma
(HCI). CHI is the leading HCI conference. Creating the technical ...

9 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemysk
Roble, Jos Stam, Jerry Tessendorf
August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: Pdf (17.65 MB)   Additional Information: full citation, abstract, ci

Bibliometrics: Downloads (6 Weeks): 236, Downloads (12 Months): 1403, Cita

This updated course on simulating natural phenomena will cover the lat
techniques for simulating most of the elements of nature. The presente
production, interactive simulation, and research perspectives ...

10 RoboCar
Kerry Kruempelstaedter
September 1997 Linux Journal , Volume 1997 Issue 41es
Publisher: Specialized Systems Consultants, Inc.
Full text available: Html (21.04 KB)   Additional Information: full citation, abstract, in

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 17, Citation (

Unmanned Ground Robotics: Students at the University of Colorado at E
networked computers which provide the brains for their entry in a robot

11 Modern approaches to augmented reality
Oliver Bimber, Ramesh Raskar
July 2005   SIGGRAPH '05: SIGGRAPH 2005 Courses
Publisher: ACM
Full text available: Pdf (48.93 MB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 124, Downloads (12 Months): 489, Citati

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its
It will present examples of state-of-the-art display configurations, appro
techniques, details about hardware and software ...

12 A spreadsheet approach to programming and managing sensor netw
Alec Woo, Siddharth Seth, Tim Olson, Jie Liu, Feng Zhao
April 2006   IPSN '06: Proceedings of the 5th international conference on I
          sensor networks
Publisher: ACM
Full text available: Pdf (991.41 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 90, Citation (

We present a spreadsheet approach to simplifying the process of manag
interacting with sensor networks and visualizing, archiving and retrievin
spreadsheet prototype has been built to demonstrate the idea. ...

Keywords: SQL server, data streams, excel, networked sensors

13 interactions: Volume 15 Issue 4
July 2008   interactions
Publisher: ACM
Full text available: Digital Edition , Pdf (5.84 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 206, Downloads (12 Months): 542, Citati

14 Adaptation of a low cost motion recognition system for custom opera
hardware
Stamatios Sotiropoulos, Kyprianos Papademetriou, Apostolos Dollas
November 2003 WBMA '03: Proceedings of the 2003 ACM SIGMM workshop
applications
Publisher: ACM
Full text available: Pdf (470.27 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 45, Citation (

A low cost, embedded, reconfigurable device for motion detection of kin
has been developed. This paper presents the methods by which the dev
individual user's needs. The accelerometer data inputs are processed ...

Keywords: I/O device, embedded, kinetically challenged, motion detec

15 Risks to the public
Peter G. Neumann
March 2008 SIGSOFT Software Engineering Notes , Volume 33 Issue 2
Publisher: ACM
Full text available: Pdf (322.30 KB)   Additional Information: full citation, index terms

Bibliometrics: Downloads (6 Weeks): 31, Downloads (12 Months): 171, Citatio

16 Improving graphical information system model use with elision and c
Jouni Huotari, Kalle Lyytinen, Marketta Niemelä
March 2004 Transactions on Computer-Human Interaction (TOCHI) ,
Publisher: ACM
Full text available: Pdf (217.95 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 105, Citatio

Graphical information system (IS) models are used to specify and desig
perspectives. Due to the growing size and complexity of modern inform
information is often distributed via multiple diagrams. This slows ...

Keywords: Information visualization, diagrammatic representation, spa
visual search

17

Overview of augmented reality
Ronald Azuma
August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: Pdf (6.12 MB)   Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 566, Citatio

18 **Polygon rendering on a stream architecture**
John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattso
August 2000 HWWS '00: Proceedings of the ACM SIGGRAPH/EUROGRAPHI
          hardware
Publisher: ACM
Full text available: Pdf (161.65 KB)   Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 66, Citation (

The use of a programmable stream architecture in polygon rendering pr
to address the high performance needs of today's complex scenes as we
and programmability in the polygon rendering pipeline. ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media processe
stream architecture, stream processing, streams

19 **Queue: Volume 6 Issue 1**
January 2008 Queue
Publisher: ACM
Full text available: Digital Edition , Pdf (6.04 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 107, Downloads (12 Months): 266, Citati

20 **Modern approaches to augmented reality**
Video files associated with this course are available from the cit
Oliver Bimber, Ramesh Raskar
August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses
Publisher: ACM
Full text available: Pdf (46.17 MB)   Additional Information: full citation, appendices
                                                                  references, index terms

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July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses
Publisher: ACM
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2 VC-1: a scalable graphics computer with virtual local frame buffers
Satoshi Nishimura, Tosiyasu L. Kunii
August 1996 SIGGRAPH '96: Proceedings of the 23rd annual conference oi
            interactive techniques
Publisher: ACM
Full text available: 📄 Pdf (266.19 KB)   Additional Information: full citation, reference

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 22, Citation (

        Keywords: demand paging, frame buffers, parallel polygon rendering,

3 PixelView: a view-independent graphics rendering architecture
J. Stewart, E. P. Bennett, L. McMillan
August 2004 HWWS '04: Proceedings of the ACM SIGGRAPH/EUROGRAPHI
            hardware
Publisher: ACM
Full text available: 📄 Pdf (308.40 KB)   Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 38, Citation (

        We present a new computer graphics rendering architecture that allows
        extracted from a single traversal of a scene description. It supports a w
        including polygonal meshes, higher-order surface ...

4 Larrabee: a many-core x86 architecture for visual computing
Larry Seiler, Doug Carmean, Eric Sprangle, Tom Forsyth, Michael Abrash, I
Adam Lake, Jeremy Sugerman, Robert Cavin, Roger Espasa, Ed Grochowsk
August 2008 SIGGRAPH '08: SIGGRAPH 2008 papers
Publisher: ACM
Full text available: 📄 Pdf (2.21 MB)   Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 634, Downloads (12 Months): 7599, Cita

        This paper presents a many-core visual computing architecture code na

rendering pipeline, a manycore programming model, and performance a
Larrabee uses multiple in-order x86 CPU cores that ...

Keywords: GPGPU, SIMD, graphics architecture, many-core computing
graphics, software rendering, throughput computing, visual computing

Also published in:
August 2008 Transactions on Graphics (TOG) Volume 27 Issue 3

5 The mobile 3D ecosystem
Kari Pulli, Jani Vaarala, Ville Miettinen, Robert Simpson, Tomi Aarnio, Mark
August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses
Publisher: ACM
Full text available: Pdf (11.98 MB), Zip (1.36 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 51, Downloads (12 Months): 383, Citatio

6 Predictable programming on a precision timed architecture
Ben Lickly, Isaac Liu, Sungjun Kim, Hiren D. Patel, Stephen A. Edwards, Ec
October 2008 CASES '08: Proceedings of the 2008 international conference
             synthesis for embedded systems
Publisher: ACM
Full text available: Pdf (939.32 KB)   Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 14, Citation

In a hard real-time embedded system, the time at which a result is com
result itself. Modern processors go to extreme lengths to ensure their fu
abandoned predictable timing in favor of average-case ...

Keywords: memory hierarchy, pipeline, timing predictability

7 Adaptive frameless rendering
Abhinav Dayal, Cliff Woolley, Benjamin Watson, David Luebke
July 2005   SIGGRAPH '05: SIGGRAPH 2005 Courses
Publisher: ACM
Full text available: Pdf (820.59 KB)   Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 67, Citation

We propose an adaptive form of frameless rendering with the potential
rendering speed over conventional interactive rendering approaches. Wi
of framed renderers, sampling and reconstruction can ...

8 Real-time shading
Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,
August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: Pdf (7.39 MB)   Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 103, Downloads (12 Months): 725, Citati

Real-time procedural shading was once seen as a distant dream. When
was offered four years ago, real-time shading was possible, but only wit
combining the effects of tens to hundreds of rendering ...

9 The architecture and implementation of CPN2000, a post-WIMP gra{
Michel Beaudouin-Lafon, Henry Michael Lassen
November 2000 UI ST '00: Proceedings of the 13th annual ACM symposium
                     technology
Publisher: ACM
Full text available: Pdf (92.34 KB)   Additional Information: full citation, reference

Bibliometrics: Downloads (6 Weeks): 11,   Downloads (12 Months): 61,   Citation

Keywords: OpenGL, advanced interaction techniques, coloured Petri ne
post-WIMP interfaces, two-handed input, user interface toolkit

10 Interactive visualization of particle-in-cell simulations
Patric Ljung, Mark Dieckmann, Niclas Andersson, Anders Ynnerman
October 2000 VI S '00: Proceedings of the conference on Visualization '00
Publisher: IEEE Computer Society Press
Full text available: Pdf (685.42 KB)   Additional Information: full citation, reference

Bibliometrics: Downloads (6 Weeks): 5,   Downloads (12 Months): 32,   Citation (

Keywords: data streaming, interactive animation, plasma physics, scie
volume rendering

11 Big games, small screens
Mark Callow, Paul Beardow, David Brittain
November 2007 Queue , Volume 5 Issue 7
Publisher: ACM
Full text available: Html (56.98 KB),   Pdf (670.56 KB) Additional Information: full citat

Bibliometrics: Downloads (6 Weeks): 72,   Downloads (12 Months): 382,   Citatio

Developing 3D games for mobile devices is full of challenges, but the ric
stunning results.

12 Memory architecture for efficient utilization of SDRAM: a case study
access trade-off
Thomas Gleerup, Hans Holten-Lund, Jan Madsen, Steen Pedersen
May 2000   CODES '00: Proceedings of the eighth international workshop
Publisher: ACM
Full text available: Pdf (421.48 KB)   Additional Information: full citation, abstract,

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Keywords: 3D graphics, case study, memory architecture

13 Class notes: don't be a WIMP: (http://www.not-for-wimps.org)

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